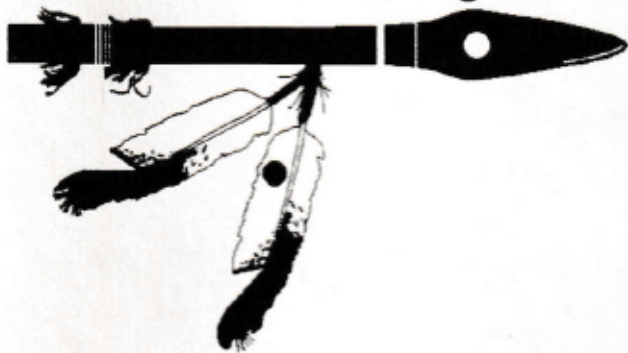


Incredible Simulations presents ...

CUSTER'S LAST COMMAND

The Battle of the Little Bighorn



User's Guide



CUSTER'S LAST COMMAND

The Battle of the Little Bighorn

ISI

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Software and User's Guide

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CUSTER'S LAST COMMAND

Dedicated to the Soldiers and Warriors who fought
and died on that hot summer day in June of 1876

CONTENTS

Prelude	1
What you will need	1
Installation	2
Get Ready to Rumble!!!	2
Game Scale	2
Sequence of Play	2
Starting a New Game	2
Custer's Last Command Options	2
Command	2
Play By E-Mail	3
Pausing a Game	3
Variants	3
Historical Setup	3
Custer Divides the 7th	3
The 7th United	3
The 2nd Cavalry Rides with the 7th	4
Roll Out The Gatlin' Guns	4
Cavalry Weaponry	4
Rifles	4
Combat Weapons	4
Ammunition Level	4
Cavalry Carries Sabres	5
Indian Weaponry	5
Rifles	5
Combat Weapons	5
Ammunition Level	5
Estimated Warriors in Village	5
Indians Expect Attack	5
Max. Sighting Range	6
AI Level	6
The Fog of War	6
Interface: Command and Control	6
Menu Bar	6
File	6
Command	6
Preferences	7
History	8
Date and Time	8
Battle Map and Map Control	8
Cavalry and Indian Control Panel	9
Global Command Icons	10
Cavalry and Indian Control Panel	10
Cavalry Unit Command Icons	12

Sioux-Cheyenne Unit Command Icons	12
Movement	12
Rally	14
Cavalry Charge and Close Combat	15
Fire Combat	18
Mount or Dismount Order	19
Change Formation	20
Last Stand	20
ReSupply and the Pack-Train	21
Take Cover	22
Change Combat Weapon	22
Combat Losses	22
Sioux-Cheyenne War Camps	23
Fatigue and Exhaustion	24
Victory Conditions	24
Play By E-Mail	26
Hold Your Horses...	26
Appendix A: Combat Action Tables	27
Appendix B: The Battle of the Little Bighorn	29
Appendix C: Hints, Tips, and Design Notes	43
Credits	45
Bibliography	45
Limited Warranty	46

Custer's Last Command

The Battle of the Little Bighorn

Prelude...

It was hot that day. With the temperature hovering near 100 degrees, the thin blue line of cavalry troopers moved in a northwesterly direction. Just off a forced night march, they were weary, but the sense of imminent battle ignited a combination of fear and excitement that so often accompanies men into combat. They were confident. Lead by the golden haired "Boy General", the man who never sounded a retreat, their victory was certain. With the sun past noon, the Seventh Cavalry and George Armstrong Custer moved forward to their appointment with glory...and death.

In the dusty Sioux-Cheyenne village things moved slowly, the children played as usual. It was a large village, the largest village in Indian history. There were many warriors here, perhaps two thousand. They too were confident. Their tribal elder, Chief Sitting Bull, had told them that victory would be theirs and like the cavalry approaching, they were also led by a charismatic warrior, the enigmatic Crazy Horse.

Now, the sound of gunfire erupted to the south. The music of the blue coats drifted on the air. Warriors by the hundreds mounted their horses. It was hot that day. It was a good day to die...

What you need

- A 286 based PC (386+ is **highly** recommended)
- VGA display capability
- 500K free conventional memory
- At least 1.5 MB of free Exp. or Ext. RAM
- A hard drive with at least 4 MB of free space
- A mouse
- Sound Blaster or compatible sound card (optional)

Installation

Start up your computer with DOS 3.0 or higher. Insert **Custer's Last Command Disk 1** into your floppy drive and set the system to that drive. Type INSTALL and press Enter. Follow the on-screen prompts to complete the installation.

Get Ready to Rumble!!!

After you have installed the program, Type **CLC** and press enter to start up the game. The ISI logo and title screen will appear. Click the mouse and you will next see the Little Bighorn battle map. From the menu bar select **File** and then **New Game** to enter the valley...

Game Scale

Roughly 100 yards per hex.
5 minutes per turn.
1 Strength point equals 5 men.
15-30 men per Cavalry or Indian unit.

Sequence of Play

CLC was designed to be a fast turn based game. Players may perform any available action at any time during their game turn. The cavalry always begin the game with the initiative (turn segment).

Starting a New Game

Custer's Last Command Options

When starting a new game, you will be presented with a series of simulation options as follows:

Command

CLC allows you command either the US 7th Cavalry or The Sioux-Cheyenne against a computer or human opponent. If you'd like, you can set the computer to play against itself and sit back and watch the battle unfurl.

Play By E-Mail (PBEM)

When a human vs human game is selected, CLC allows for PBEM games. Just click on the PBEM option and CLC will automatically generate a PBEM file at the end of each turn segment. (See Play By E-Mail)

Pausing a Game

When watching a computer vs computer battle, you may pause the game by clicking on the right mouse button. To restart the battle click on the End Turn button from the group control panel

Variants

Historical Setup

Click on the Historical Setup box to set ALL CLC variations to the closest actual historical setup.

Custer Divides The 7th

During Custer's historic approach to the Little Bighorn Valley, he divided the 7th into three separate battalions plus the slow moving pack-train. Capt. Benteen and companies H, D, and K, were sent on a "scouting" mission to the left behind the main attack force.

Custer, then commanding companies C, E, F, I, and L, and Maj. Reno, commanding A, G, and M, moved swiftly up the trail to attack the Indian village. The pack-train, guarded by company B, lagged further behind.

In this historic variant, Custer and Reno begin the game ready to attack the village while Benteen and the pack-train are approaching off the map. Benteen enters the battle map at about 4:00 while the slower moving pack-train makes its appearance at about 4:30.

The 7th United

What would have happened if Custer had never split his command and was able to bring the full force of the elite 7th Cavalry against the village? In this variant the entire 7th Cavalry stands poised to strike the village in full force.

The 2nd Cavalry Rides With The 7th

During the Cavalry's approach to the Little Bighorn, Lt. Col. Custer was offered the aid of the 2nd US Cavalry. Custer dismissed the offer, believing the 7th could handle anything it ran up against. In retrospect, adding the 2nd Cavalry might not have been a bad idea. In this variant five companies of the US 2nd Cavalry are added to the mix.

Roll Out The Gatlin' Guns

Custer was also offered the use of two Gatling guns for his approach and possible attack on the Indian village. Custer refused, claiming that the gatling guns would have slowed him down. In this variant, the 7th stand ready to attack the village with the inclusion of the two Gatling guns.

Note: The **2nd Cavalry** and **Gatling Guns** are *cumulative* variants and both may be added to the United 7th.

Cavalry Weaponry

Rifles

The US Cavalry of 1876 used the standard issue Springfield Carbine rifle. The weapon was fine for long range fire, and most cavalrymen were happy with its performance. The only problem was that some of the Indian warriors had taken to using repeating rifles like Henrys or Winchesters. These rifles were deadly in close range combat. Some wonder what would have happened if the cavalry were issued Henrys instead of Carbines. Select Henry to find out.

Combat Weapon

The US Cavalry's standard issue close combat weapon of the period was the 6 shot Colt revolver. If Henry rifles are selected as a fire weapon, they will also supersede the Colt as a Close Combat weapon.

Ammunition Level

One clear advantage that the cavalry held over the Sioux-Cheyenne warriors was in ammunition level. The cavalrymen were well supplied and their ammo level is always high.

Cavalry Carries Sabres

In most operations the US Cavalry carried a standard issue sabre. The 7th, wanting to approach light, fast, and as noiseless as possible, did not carry sabres into the Little Bighorn Battle. They might have come in handy to a platoon that was out of ammo and unable to reach the pack-train. Select Cavalry Carries Sabres to bring them along. Just in case...

Indian Weaponry

Rifles

The Sioux-Cheyenne warriors, having no upper command war directives, carried a rag tag mix of Henrys, Carbines, and bows. Although on that day in June of 1876, they were pretty well armed. CLC defaults to generally accepted percentages of Indian "rifle" weaponry, but you can change these to different settings and see what results.

Combat Weapons

The main Indian close combat weapons were the warlance and warclub. Indians armed with Henry rifles however, will use them as their Fire and Close Combat weapon.

Ammunition Level

When compared to the ammunition carried by each member of the cavalry, the Indian's ammunition level must be considered low. You can however, change this to high if you like.

Estimated Warriors in Village

Another great area of debate. How many Sioux-Cheyenne warriors did Custer and the 7th actually face? We've included four variations which lead to interesting results.

Indians Expect Attack

Some say that Custer had reached his objective, and had achieved a total tactical surprise when Maj. Reno initially charged up the valley. Others say Sitting Bull knew there would be a battle and the Indian warriors were ready. The program defaults to the tactical surprise scenario, but you can change this for an interesting variant.

Max Sighting Range

This allows you to change the distance at which the units on the battlefield can "see" each other. This variant is somewhat subtle, but does come into play in determining when the cavalry are first sighted by the Indians.

AI Level

Low, Average, and High. At the High level, the computer opponent will not make any hopeless attacks. The Low level is somewhat random and the attacks are mainly determined by an enemy unit's proximity, Average is somewhere in between.

The Fog of War

With "Fog" off, you can read an opposing unit's stats just by clicking on its marker. With "Fog" on, you will first have to make contact (close combat) with a unit before you know its status.

Interface: Command and Control

Menu bar

Along the left side top of the screen are the menu bar selections. These buttons include the following:

File

About CLC	Copyright, credits, and version information
New	Start a new game
Load	Load a previously saved CLC game
Save	Save a game in progress
Delete	Remove a saved game from your hard drive
Load PBEM	Loads a PBEM game
Exit	Quit CLC and return to DOS

Command

Command Next Unit

Locate and command the next available unit that has "seen" no action during the game turn.

Find Units without Fire Ammo

Locate units that have run out of Carbine, Henry, or bow ammunition.

Find Units without Cmbt Ammo

Locate units that have run out of Colt or Henry ammunition

Find Broken Units

Locate units that have "broken". Broken units are those that have poor moral or weak medicine and are one step loss away from being eliminated from the game.

Combat Report

Displays a small combat report indicating losses or gains that have taken place during the current turn segment.

All Exit Camp

An *Indian only* command that orders ALL eligible war parties to leave their camp site. Those with horses will exit their camp mounted.

Withdraw

Allows you to bring an end to the game if certain conditions exist. (See Victory Conditions)

Surrender

An *Indian only* command that allows the Indians to surrender to the cavalry before the village is completely destroyed. (See Victory Conditions)

Preferences

Trace

When turned on, the battle map will scroll to let you follow what your "computer opponent" is up to. When turned off, the battle map will only scroll to update you of combat situations.

Sound

Turns Sound Blaster digitized sound support on or off.

Combat Graphics

Turns the graphics that accompany Close Combat or Fire results on or off.

Map Grid

Turns the map overlay grid on or off.

Enemy Markers

Allows you to view enemy unit markers at all times or to view only the enemy units that are visible to your troops or warriors.

Game Setting

Allows you to view the current game settings and adjust the AI level, Sighting Distance, or Fog of War while a game is in progress.

History

Historical profiles concerning the Battle of the Little Bighorn and its participants.

Date and Time Indicator

The current game date and time are always displayed in the upper right hand corner of the screen across from the menu bar.

Battle Map and Map Control Block

The Little Bighorn battle map uses an invisible hexagonal grid to regulate movement and combat with each hex roughly representing 100 yards. The map contains 8 different types of terrain: river, creek, timber, hill, ridge, grass, slope, and coulee (ravine). Each type of terrain also has a corresponding elevation level which attempts to represent the 3 dimensional contours of the actual battlefield.

Terrain type	Elevation
Grass	1
Coulee	1
Creek	1
River	1
Slope 1	2
Slope 2	3
Ridge	4
Hill	4



Map Movement Control Block

Scrolling the Map

To scroll the CLC battle map, click on the button that corresponds to the direction that you want to move the map in. The small directional buttons move the map 100 yards per click. The larger left and right directional buttons scroll the map 1000 yards per click.

Overall Map View

To get a quick overall view of the battle area, click on the center non-directional map control button. A scaled down version of the map will appear on the screen. The red markers indicate the Sioux-Cheyenne while the blue markers indicate the US Cavalry.

The current map viewport is indicated with a white rectangle. To quickly move the viewport to another area, position the mouse pointer within the rectangle, click and hold the left mouse button while "dragging" the viewport to a new location.

Note: Any graphic icon or text button that appears "light grey" in color is currently inactive.

Cavalry and Sioux-Cheyenne Control Panel

The Cavalry and Indian control panel consists of a battle logo, score counter, game turn counter, initiative indicator, global action block, and the map control block.



Battle Icon: HQ Information

Click on the battle icon to receive "HQ" information on the progress of the battle.

Score Counter

An indication of which side is currently winning the game. The score value is followed by an I or a C to indicate if the Indians or the Cavalry are currently ahead.

Game Turn

Indicates the current number of turns the game has gone through.

Initiative

Indicates who the current turn segment belongs to, the Cavalry or the Sioux-Cheyenne.

Global Command Icons

The global command icons allow you to perform certain often used actions on ALL eligible units with one click of the mouse. The actions are: Rally, Fire, and Close Combat Attack.



Cavalry Global Action Block



Indian Global Action Block

Rally	Attempts to rally ALL disrupted or routed units
Fire	Commands all eligible units to fire rifles or bows
Attack	Commands all eligible units currently occupying an enemy ZOC to attack
End Turn	Passes the play segment to your opponent

Cavalry and Indian Unit Control Panel

When you click on one of your units, the control panel switches from group control to unit control status. All information and command actions available to the selected unit are now displayed. These include:

Cavalry

Troop	Unit identification
Commander	Unit commander
Moral	High, Good, Fair, Poor, or Broken
Formation	Column or Line

Indian

Tribe	Indian tribe identification
War Leader	War party leader
Medicine	Strong, Good, Even, Weak, or Bad
Readiness	0%, 25%, 50%, or 100%

Cavalry and Indian

Men	Number of men in unit
Status	Current unit status
MPs	1-10 Movement Points
Fatigue Level	0%, 25%, 50%, or 100%
Cmbat Wpn	Henry, Colt, Sabre, Warlance, WarClub, or Knife
Cmbt Str	Current combat strength rating
Cmbt Ammo	HI, LO, XX (out of ammo) or – if not applicable
Fire Weapon	Henry, Carbine, or Bow
Fire Str	Current fire strength rating
Fire Ammo	HI, LO, or XX (out)
Hex Info	Hex number, terrain type, and elevation of hex occupied

Unit Status Definitions

Status	Definition
Mounted	Unit is currently on horse back
Dismounted	Unit is on foot, but still maintains its horses
Foot	Unit is on foot with no horses
Last Stand	Unit is on foot, having killed its horses to form a defensive circle on high ground
Covered	Unit is on foot, in a coulee, taking cover from fire
Limbered	Mounted gatling gun company, can move but not fire
Unlimbered	Dismounted gatling gun company, can fire but not move
Disrupted	Unit is disrupted and may receive penalties if performing certain actions
Routed	Unit is severely hampered
Camp	War party within its campsite
Lodge	A campsite without its war party

Cavalry Unit Command Icons



Cavalry Unit Action Icons

Rally	Rally unit
Charge	Initiate Cavalry Charge
Attack	Begin Close Combat Attack
Fire	Fire Rifles
Mount	Mount or Dismount Horses
Formation	Change Formation
Last Stand	Enter Last Stand Mode
Cmbat Wpn	Change Combat Weapon
ReSupply	ReSupply Unit
Exit	Exit Unit Control

Sioux-Cheyenne Unit Command Icons



Indian Unit Command Icons

Rally	Rally unit (not used)
Attack	Begin Close Combat Attack
Fire	Fire Rifles or Bows
Mount	Mount or Dismount Horses
Find Lodge	Locate a War party's lodge
Take Cover	Take Cover from Cavalry rifle fire
Cmbat Wpn	Change Combat Weapon
Camp	Enter or Exit Camp
Exit	Exit Unit Control

Movement

Movement in CLC is accomplished in two steps. First click on the unit that you wish to move. A series of white location markers will light the battle map with all legal movement locations within sighting range.

Next, click on the location marker that you wish to move to. The unit will then appear at the new location.

Zones of Control

A unit's Zone of Control (ZOC) can best be described as the six hex areas that immediately surround it. The unit exerts an "influence" upon these six hex areas. ALL units in CLC exert a ZOC into their adjacent hexes.

Note: Location markers that appear on your screen as red, indicate an enemy ZOC. Moving into one of these locations will initiate Close Combat.

Movement Specifics

Each unit receives 10 movement points (MPs) per turn and may move as far as its MPs will allow. Each base move "costs" 1 MP. Unused MPs are not transferred from one turn to another.

Base Movement Point Cost Modifiers

Pack Train	+1 MP
Gatling Gun	+1 MP
Unit on Foot	+1 MP
Unit Dismounted	+1 MP
Unit Disrupted	+1 MP
Unit Routed	+2 MP
Unit Fatigue Level 50%+	+1 MP
Moving thru Friendly Unit	+1 MP

Terrain Effects on Movement

Moving from Creek	+1 MP
Moving From Timber	+2 MP
Moving From Little Bighorn	+3 MP
Moving to Higher Elevation	+1 MP
Moving to Ridge	+1 MP
Moving to Slope	+1 MP
Moving to Timber	+2 MP
Moving to Creek	+2 MP
Moving to Little Bighorn	+3 MP

Enemy ZOCs

Leaving Enemy ZOC	+1 MP
Entering Enemy ZOC	+1 MP

A unit cannot enter an Enemy ZOC if the:

- Unit is Routed
- Unit is Broken
- Unit is the Pack-train
- Unit is a Gatling Gun
- Unit currently occupies an enemy ZOC

Other Movement Restrictions

Units cannot move to elevations greater than their current elevation plus 1.

Cavalry units in Last Stand mode cannot move at all.

Indian camp sites cannot move.

Indian horse herds cannot move voluntarily. (They may however, be scattered by attacking cavalry units.)

Units that are exhausted cannot move until rested.

Rally

As a result of fire combat or performing cavalry charges, units may become disrupted or routed. When this occurs, a unit's ability to function becomes hampered. Disrupted or routed units may try to remedy this condition by rallying their troops.

Units may issue a rally command for ALL units by clicking on the **Rally** icon from the group control panel, or for a single unit, by clicking on the **Rally** icon in the unit control panel. A rally attempt "costs" 2 MPs and a unit may attempt only 1 rally per turn.

Possible results of a Rally attempt:

Rallied	Unit returns to normal status
Improves	Routed Unit improves to disrupted
Fails	Unit shows no improvement
Worsens	Routed unit degenerates to disrupted

Rally success rate modifiers:

Unit has High Moral	+1
Unit has Strong Medicine	+1
Unit has Poor or Broken Moral	-1
Unit has Weak or Bad Medicine	-1
Unit in enemy ZOC	-1
Unit is Custer	+1
Unit is Benteen	+1
Unit is Sitting Bull	+1
Unit is Crazy Horse	+1

Cavalry Charge and Close Combat

In CLC, combat refers to any attack that takes place between adjacent units on the battle field. There are two types of combat in the game, Close Combat and the Cavalry Charge.

Cavalry Charge

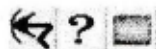
The cavalry charge is the most powerful form of combat in the game. A cavalry unit's combat strength is doubled if it is able to charge attack an Indian unit.

To initiate a Charge order, a Cavalry unit must:

- be mounted and in line formation
- be of good to high moral
- not pass thru friendly units or enemy ZOCs in route to the target
- start the charge at a distance of 200 to 600 yds from the target
- not be disrupted or routed
- only charge thru grass

Starting a Charge

If all charge conditions are met, the **Charge** icon in the unit control panel will be activated. Click on this icon to start the charge order.



Charge Control Block

Charge, Next Target, and Cancel

The closest eligible enemy unit will be selected as the target and its stats will be displayed. If there are multiple charge targets, you can "look" thru them by clicking on the ? button. To charge a selected target, click on the **Charge** icon again. If you decide to cancel the charge, click on the **Exit** button.

Note: After executing a charge attack, cavalry units are automatically disrupted.

Design Note: It has been speculated that the rough, sloping, terrain surrounding the Little Bighorn valley put the 7th at a great disadvantage. The only area where they could realistically execute a charge command was in the valley itself.

Close Combat

Combat units may attack only once per turn with the exception of units that are **Engaged**. An enemy unit may be attacked by any number of units within range during a game turn. All units eligible for combat (both friendly and enemy) that fall within the attacking unit's ZOC can be involved in the battle.

Engaged Units

At times during Close Combat, the combat results window will report that "the battle rages on". The units involved in this battle are now considered to be **Engaged**. Any friendly units eligible to attack may now join this battle and try to swing the outcome. If units remain engaged at the end of the game turn, the defender may withdraw or resume the battle when the initiative passes back to him.

To Initiate Close Combat:

- Move one of your combat units into an enemy ZOC.
- All units that begin the turn segment with an enemy unit in their ZOC may attack by:

- Clicking on the group **Attack** icon, or
- Clicking on the unit's **Attack** icon

Note: All unresolved combat situations that exist at the time you pass the turn segment to your opponent are resolved before the initiative changes.

Determining Combat Strength

Weapon	Force Multiplier
Henry Rifle	3.0
Colt Revolver	2.4
Sabre	2.0
WarLance	1.8
WarClub	1.6
Knife	1.2

Base combat strength = strength points x weapon force modifier (rounded up).

Combat Strength Modifiers

There are many conditions and situations within CLC where Combat shifts are added to an attacking or defending unit's combat strength. They are as follows:

Attacking Unit Combat Strength Modifiers

Atk Unit Mounted , Def Dismounted	+1 Atk
Atk Unit Dismounted	+1 Def
Atk Unit has High Moral	+1 Atk
Atk Unit has Strong Medicine	+1 Atk
Attacking from River	+3 Def
Attacking from Creek	+1 Def
Atk Unit Exhausted	+2 Def
Attack Unit Fatigued	+1 Def
Cav Unit Attacks from Col Formation	+2 Def

Defending Unit Combat Strength Modifiers

Def Disrupted	+1 Atk
Def Routed	+2 Atk
Def Exhausted	+2 Atk
Def Fatigued	+1 Atk
Def in River	+3 Atk
Def in Creek	+1 Atk
Def in Timber	+1 Def
Def at Higher Elevation	+1 Def
Def in Last Stand	+1 Def
Def has High Moral	+1 Def
Def has Strong Medicine	+1 Def

Leader Unit Combat Modifiers

Custer	+1
Benteen	+1
Sitting Bull	+1
Crazy Horse	+1

Special Unit Combat strength

Indian lodge	Random (1-3)
Indian horse herd	Random (2-5)

Note: Indian lodges, war camps, and horse herds are never required to initiate an attack.

Fire Combat

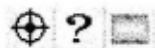
Range and Line of Sight

Units can fire at any enemy unit within their fire weapon's range, but only if they can "see" them. Certain types of terrain may block the LOS. CLC automatically determines if an LOS exists between units.

Range in CLC is measured as the distance between two units. The starting and ending hexes are not counted.

Units may fire upon opposing units when an enemy unit is within range of its fire weapon and there exists a clear LOS between the units. A unit is never required to fire, and may fire weapons only once per turn. There is a 3 MP cost for firing Carbines, Henry rifles, or bows.

Issuing a Fire Order



Fire Control Block

Fire, Next Target, and Cancel

If all fire conditions are met, the **Fire** icon in the unit control panel will be activated. The closest eligible enemy unit will be selected as the target and its stats will be displayed. If there are multiple fire targets, you can "look" thru them by clicking on the ? button. To fire at a selected target, click on the **Fire** icon again. If you decide not to fire, click on the **Cancel** button.

Fire Combat Weapons

Weapon	Dmnt Rng	Mntd Rng	FM
Gatling Gun*	800 yds	(N/A)	9.0
Carbine	600 yds	300 yds	2.5
Henry	400 yds	200 yds	2.0
Bow	200 yds	100 yds	1.5

Base fire strength = strength points x weapon force modifier (rounded up).

* Gatling Gun fire strength fixed at 9.0

Range Adjustments to Fire Combat:

Units receive a negative fire shift for every 100 yards fired over the unit's half range. Units receive a positive fire shift for every 100 yards fired below the unit's half range.

Other Adjustments to Fire Combat Strength

Unit is mounted	-1 shift
Unit is disrupted	-1 shift
Unit's moral is Poor or medicine is Bad	-1 shift
Cavalry unit firing in column formation	-1 shift
Indian target taken cover	-1 shift
Cavalry target in Last Stand mode	-1 shift

Mount or Dismount Order

At times, mounted units may want or need to dismount and battle on foot. Gatling gun units also use the Mount/Dismount command to limber or unlimber their guns.

Gatling Gun Limbered and Unlimbered

Gatling guns are either limbered or unlimbered. Limbered guns may move but cannot fire. Unlimbered guns can fire but may not move.

Units may issue a Mnt/Dmnt command by clicking on the Mnt/Dmnt icon in the unit control panel. There is a 2 MP cost per attempt and a unit may try as many attempts as his MPs will allow. Mnt/Dmnt attempts either succeed or fail.

Mount/Dismount rate modifiers:

Unit has High Moral	+1
Unit has Strong Medicine	+1
Unit is Gatling Gun	+1
Unit has Poor or Broken Moral	-1
Unit has Weak or Bad Medicine	-1

Units may not Mount/Dismount if:

- disrupted or routed
- in an enemy ZOC
- in a river hex

Change Formation

The only units that have formations are the cavalry combat units. A unit's formation affects its rate of movement on certain terrain and its fire and combat strength in battle.

Column and Line

Cavalry moving in column may not charge and receive a negative shift when firing or in close combat.

Cavalry in line may charge, fire, and engage in Close Combat at an unpenalized rate, but pay an extra MP when moving thru any terrain other than grass.

Cavalry units may change formation by clicking on the **Change Formation** icon in the unit control panel. There is a 1 MP cost for changing formation. A unit may change formation during its turn as many times as its MP allocation allows.

Units may not change formation if:

- routed or disrupted
- in a river hex

Cavalry Last Stand

If chances for survival start to look grim, cavalry units have the ability to declare a Last Stand. A Last Stand order is issued by clicking on the **Last Stand** icon in the unit control panel. A Last Stand order costs 10 MPs.

Effects of Last Stand declaration:

Cavalry unit is now exempt from moral losses.

Cavalry unit receives a +1 shift in close combat actions.

Cavalry unit is now "frozen" and cannot move from this location for the rest of the game.

Indian's receive a victory point as they have beaten the cavalry into a defensive position.

Units may not declare a Last Stand if:

-in any enemy ZOC

-Disrupted or Routed

-Mounted

-Not on a Hill or Ridge hex "Head for high ground!"

-is a Gatling gun unit

Cavalry ReSupply and the Pack-Train

All units using "fire weapons" (Bow, Carbine, Henry, and Colt) are subject to ammo depletion. Cavalry units may be resupplied by the pack-train which carries an "infinite" amount of fire weapon ammunition. Indian unit ammunition, once depleted may not be re supplied.

Units HI on ammo have a 1 in 12 chance at becoming LO on ammo with each volley fired.

Units LO on ammo have a 1 in 6 chance at becoming out of ammo with each volley fired.

The Cavalry Pack-Train

The cavalry pack-train is not a combat attack unit. It cannot enter an Indian ZOC. The pack-train however, is well manned and armed, and may fire or defend itself if attacked.

Cavalry ReSupply

A cavalry unit may resupply if it is within 500 yds of the pack-train and not in an enemy ZOC. To resupply a cavalry unit, click on the **ReSupply** icon in the unit control panel. There is a 10 MP cost for resupplying .

Indians Take Cover

Indian units fighting on foot and in a coulee may take cover from cavalry rifle fire. Any unit firing at a covered unit receives a -1 shift in fire combat rating. Indians may issue a **Cover/Uncover** command by clicking on the **Cover** icon in the unit control panel. There is a 1 MP cost for taking cover or uncovering and returning to "normal" status.

Covered units may fire rifles or bows and defend themselves if attacked, but they must first issue an **UnCover** command to move again

Units may not Cover/Uncover if:

- Routed
- In an enemy ZOC
- Not on Foot (Dismounting doesn't count!)

Change Combat Weapon

A unit may change its combat weapon at any time by clicking the **Change Combat Weapon** icon. If a combat weapon currently used runs out of ammo, CLC automatically selects the best next available weapon, but there are times you might want to set this manually.

Example: A Unit armed with a Henry rifle may want to conserve ammo and use the Henry for fire combat only. Click on the change combat weapon icon to set the combat weapon to something other than Henry.

Note: All units are equipped with knives as a last resort combat weapon.

Combat Losses

Units suffer combat losses from rifle, bow fire, or close combat attacks. When a unit suffers a combat loss, its manpower is reduced, thus affecting its Moral or Medicine, Combat, and Fire strength. If ALL of a unit's men are lost, the unit is considered destroyed and eliminated from the battle map. Units receive losses in steps of 5 men or 1 strength point.

Moral, Medicine, and Combat Losses

Moral and Medicine reductions due to combat losses are based on the following rates:

Losses	Moral	Medicine
0-10%	High	Strong
11-30%	Good	Good
31-50%	Fair	Even
51%-80%	Poor	Weak
81%-	Broken	Bad

Exceptions

Cavalry units in Last Stand mode are exempt from moral losses. Gatling Gun units are always of High moral

Sioux-Cheyenne Camp Sites

Sioux-Cheyenne Camp Readiness

The Indians begin the game camped and cannot begin to react until the cavalry have been sighted. Once the cavalry are sighted, word of the "blues coats" arrival moves thru the village at a rate of 300 yrds per turn.

Once aware of the cavalry, Indian camps will begin to "ready" for battle at a rate of 25-50% per turn. A war party may not exit a camp site until 100% ready. War parties at less than 100% readiness may fire and defend themselves from within the camp at a reduced rate.

Note: Indian Tipi markers change from white to red to indicate readiness. If using the Indian's Expect Attack option, the camp sites begin the game in varying states of readiness ranging from 25 to 75%.

Exiting or Entering a Camp Site

Once a war party within a camp has reached 100% readiness, it may exit the camp and launch attacks on the cavalry. If an Indian camp reaches 100% readiness with its horse herd still intact, the War Party may exit the camp mounted by first issuing a **Mount** order. Exit a camp by clicking in the **Enter/Exit Camp** Icon. There is a 5 MP cost for exiting or entering a camp.

Fatigue and Exhaustion

During movement and battle, units may become fatigued and if afforded no rest, exhausted. Units become fatigued at rates of 25% per fatigue action. If a unit should become 100% fatigued, it is considered exhausted and will barely be able to function. A unit will recover from fatigue at a rate of 25% per game turn. If a unit performs no fatigue actions during an entire game turn, the unit is considered rested and is no longer fatigued or exhausted.

Fatigue Actions:

- Expenditure of over 6 MPs on movement per turn for cavalry units.
- Expenditure of over 8 MPs on movement per turn for Indian units.
- Being involved, either as attacker or defender, in a close combat action.

Victory Conditions

The Cavalry and the Indians are awarded victory points as follows:

Cavalry

- 1 point for every Indian KIA% achieved.
- 1 point for every Indian lodge destroyed.
- 1 point for every Indian horse herd scattered.
- 5 points for destroying Sitting Bull's Lodge
- 2 points for destroying Crazy Horse's War Party

Sioux-Cheyenne

- 1 point for every Cavalry KIA% achieved.
- 1 point for every Cavalry unit forced into a Last Stand
- 2 points for every Cavalry combat unit destroyed
- 5 points for destroying Custer's platoon
- 5 points for destroying the Pack-Train
- 3 points for destroying Benteen's platoon

The game can be ended by either faction when any of several conditions arise:

Indian Surrender

If the Indians absorb more than 70% or more casualties, they are forced to surrender in order to stop the village from being completely destroyed.

Design Note: The cavalry may never surrender. It was a generally accepted notion that surrendering to the Indians of the plains was not a *very healthy* action to take.

Cavalry Withdraw

The cavalry may withdraw if one of the following conditions are met:

- 1) Cavalry is leading the game in points and the Indians have suffered over 65% KIA.
- 2) Cavalry have suffered over 35% KIA, have withdrawn all units from village area, and no Indian units are outside of the village area.

Indians Withdraw

The Indians may withdraw if one of the following conditions are met:

- 1) Indians are leading the game in points and the cavalry have suffered over 65% KIA.
- 2) Indians have suffered over 35% KIA, have pulled back all units inside the village area, and no cavalry units are inside the village area.

If the cavalry or the Indians withdraw, the side that is currently leading the game is deemed victorious.

Note: The village area is defined as all the grass terrain area below and to the left of the Little Bighorn river.

Play By E-Mail

The Play By E-Mail option allows you to play CLC head to head against an opponent anywhere in the world via electronic mail. All you have to do is send a play turn file to your opponent after completing your game turn.

Setting Up A PBEM Game

When starting a human vs human game, click on the PBEM box to turn on the Play By E-Mail option. The first player (player commanding the US Cavalry), is responsible for setting the game variations.

Saving a PBEM Game

Once the game variations are set, the player commanding the US Cavalry starts the game and begins play. Once the cavalry have been sighted by the Indians, CLC will begin saving a PBEM file called **CLC.PBM** at the end of every turn segment. You'll receive a message indicating that the PBEM file is being saved. At this point, you should exit CLC to DOS and send the file **CLC.PBM** to the second player.

Loading a PBEM File

Upon receiving a PBEM file from your opponent, copy it into the CLC directory. Then type CLC at the DOS prompt to start the program. From the menubar, select **File**, then **Load PBEM** to load the file and continue the game. You'll receive a small combat report alerting you to the losses and gains that took place during your opponent's turn segment. Select **OK** when finished with the report and continue the game with your turn segment.

When done with your turn, send the new **CLC.PBM** file to your opponent.

Hold Your Horses...

At an early point during the game, the General himself will ask you to enter a word from this User's Guide. Enter it, or you'll be kicked out of the valley...

Appendix A: Combat/Action Results Tables

Combat Results Table

Attacker/Defender odds.....

Rnd	1/4	1/3	1/2	1/1	2/1	3/1	4/1
1	Ar1	Ar0	Eng	Eng	Eng	Dr0	Dr0
2	Ar1	Ar1	Ar0	Eng	Eng	Dr0	Dr1
3	Ar1	Ar1	Ar0	Eng	Ar0	Dr1	Dr1
4	Ar2	Ar1	Ar1	Eng	Ar0	Dr1	Dr1
5	Ar2	Ar1	Ar1	Eng	Dr0	Dr1	Dr2
6	Ar2	Ar2	Ar1	Eng	Dr1	Dr1	Dr2
7	Ar3	Ar2	Ar1	Ar0	Dr1	Dr1	Dr2
8	Ar3	Ar2	Ar2	Dr0	Bld	Dr2	Dr3
9	Ar3	Ar3	Bla	Bl1	Bld	Dr2	Dr3

Results

Eng	Units Engaged
Ar(l)	Attacker Repulsed + Loss (0-3)
Dr(l)	Defender Retreats + Loss (0-3)
Bl1	Both Attacker and Defender Suffer Loss
Bla	Both Suffer Loss, Attacker Retreats
Bld	Both suffer Loss, Defender Retreats

Rally Results Table

Rnd	Result
1	Condition Worsens
2	No improvement
3-5	Unit Improves
6	Unit Rallied

Fire Results Table

Adjusted Fire Strength

Rn	1	2	3	4	5	6	7	8	9
1	-	-	-	-	D	D	D	D	L1
2	-	-	-	-	D	D	D	D	L1
3	-	-	-	D	D	D	D	L1	L2
4	-	-	D	D	D	D	L1	L1	L2
5	-	D	D	D	D	L1	L1	L2	L3
6	D	D	D	D	L1	L1	L2	L2	L3

Results

-	No Effect
Ln	Target Suffers Loss
D	Target Disrupted
	If target is disrupted, target is routed
	If target routed, target is disrupted

Mount/Dismount Results Table

Rnd	Results
1-2	Failed
3-6	Succeeds

Appendix B: Historical Essay



The Battle of The Little Bighorn

The period leading up to the centennial year of 1876 was a tumultuous time in the United States. The industrial revolution was in full bloom, steam power drove the railroad, the game of Baseball was gaining in popularity, and millions of immigrants poured into the East coast. The country was exploding.

The problem however, was that there was only one direction into which the country could explode, West. A railroad was being built, one that would ultimately link the East and West coasts of the United States.

One of the biggest proponents of this rail system was George Armstrong Custer. Some of the biggest opponents were the Indian tribes of the western plains.

Years of westward movement and expansion had pushed the continent's Indian population ever further. Treaty upon broken treaty littered the history of relations between the two societies. The white man was bound and determined to dominate this continent from sea to shining sea, and after all, the Indians really didn't have any rights, they were "just savages" weren't they?

Adding insult to years of injury, the government of the United States was about to break yet another treaty with the Native American. After having promised the Indian Nations large amounts of land rights in the Black Hills of the Dakota Territories an unfortunate thing happened, gold was discovered. Once again, the white pushed. This time the Indians shoved back. The stage was set for the final phases of the white and red conflict on the North American continent. Taking their places center stage in the unfolding drama, were three charismatic men, George Armstrong Custer, Chief Sitting Bull, and Crazy Horse.

In the winter of 1875 the US. government issued a proclamation that all Indian peoples were to return to their designated reservation by January 31, 1876 or they would be declared "hostile" and the matter would be resolved by the department of the Army. It was a hollow proclamation. Most Indians had never even seen it, and even if they had, they were bound and determined to be free. They were not afraid of the consequences, if it meant war, then so be it. A quote from Sitting Bull gives testimony as to the Indian mindset regarding the conflict, "I will not be hiding, you will know where to find me."

The place that he would be found was in the valley of a sluggish meandering river, the Little Bighorn. In the Spring of 1876 a major military campaign was under way. The United States Army, lead by Generals Crook, Terry, and Colonel Gibbon, would once and for all crush the Indian resistance.

Terry and his forces moved from the east, Crook from the south, and Gibbon from the northwest. Gibbon would move with about 500 men, Terry would lead about 900, and Crook would head 1300. The location, number, and disposition of the warriors were all unknown. Expectations were that there would be, at most 800 warriors, and that the only real problem was to find them and make them fight. Any one of the three columns it was thought, could easily destroy the Indian encampment.

Included in Terry's command of 900 men were the six hundred horsemen of the 7th Cavalry and their famous leader George Armstrong Custer. Controversy had swirled around Custer's post Civil War career. There was a court-martial and serious questions raised about the outcome at the battle of Washita, where a sleeping Indian village was wiped out early one Winter morning. There were many noncombatants killed along with warriors.

Just before the current expedition, Custer was embroiled in a serious encounter with the Grant administration. He had testified against what he considered to be fraudulent frontier schemes, even implicating members of Grant's family. Grant was outraged and did not want Custer to be a part of the upcoming campaign. Intervention by old pal Phil Sheridan convinced Grant to let him take a part. Now in this centennial year "Old Curly" would ride hard to regain his good name.

General Crook was the first to find out about the disposition, number, and placement of the Indians. He did not have to search out the redmen, they found him. On the morning of June 17th, the Sioux and Cheyenne launched a surprise attack on Crook's column which had just broken camp on the banks of the Rosebud river. The engagement evolved into a free wheeling six hour battle of multiple cavalry charges and counter charges. It is estimated that 1500 warriors may have engaged Crook's 1300. He barely held the field, but he survived it. What he didn't do however, became paramount. He did not continue his march, and he did not get word to the other columns about the size and strength of the enemy.

Meanwhile General Terry and General Gibbon rendezvoused on the steamboat Far West which was ferrying supplies down the Yellowstone. Major Reno of the Seventh Cavalry, was sent on a scouting mission. Although he managed to totally disobey orders, he did find signs of a large amount of Indians on the move. On June 21st another conference was held on the Far West. The fateful orders were issued.

Terry would send Custer on a mission to proceed up the Rosebud in the pursuit of the Indians. He was to pick up the trail where Reno had left it. Meanwhile, Terry himself would join Gibbon's column and march down the Bighorn toward the intersection of the Little Bighorn. They would both "hook" towards each other and meet near the Little Bighorn. Ideally, but not expectedly, the forces of Custer, Terry, and Gibbon would converge on the Indian positions and crush them in a "hammer and anvil" type operation.

Although many detractors would say that Custer disobeyed orders in his attack on the village, contemporary scholars disagree. It becomes apparent that Terry fully expected either Custer or Gibbon to strike the fatal blow against the Indian encampment but his letter to Sheridan on June 20th clearly shows that he was not expecting a concerted attack by both Gibbon and Custer. This could only have happened by luck. Terry's June 20th letter explains:

"Gibbon's column will move this morning on the north side of the Yellowstone for the mouth of the Big Horn... and thence it will proceed to the mouth of the Little Bighorn and so on. Custer will go up the Rosebud

tomorrow with his whole regiment... and thence down the Little Horn. I only hope that one of the two columns will find the Indians..."

Custer was offered the use of a Gatling gun and had the offer of additional troops from the 2nd Cavalry. He refused both. This was to be a Seventh Cavalry operation. They, he said, could handle anything that was thrown up against them. Custer's orders also left him with much leeway in which to operate, reading in part, as follows:

"The Brigadier General Commanding directs that as soon as your regiment can be made ready for the march, you will proceed up the Rosebud in pursuit of the Indians whose trail was discovered by Major Reno a few days since. It is impossible to give you any definite instructions in regard to this movement, and were it not impossible to do so, the Department Commander places too much confidence in your zeal, energy, and ability to impose upon you precise orders which might hamper your action when nearly in contact with the enemy..."

Although it was a "crack" outfit by contemporary standards, the Seventh was not one big happy family. Unfortunately for Custer, his two senior officers despised him. Captain Frederick W. Benteen, who had known Custer for nearly ten years, had disliked him from the moment they had met. Perhaps it was Custer's flamboyant career and national reputation. Perhaps it was just one of those instances of dislike for no real reason, but this intense dislike of Custer would weigh heavily on the troops and would possibly be a major factor in the debacle to follow. Benteen himself was a very capable and fearless soldier who had proven himself in battle. This was not the case for the other lead player in the drama, Major Marcus A. Reno. Having just been chastised by Custer over his recent scouting mission, Reno carried a fresh and serious dislike for Custer. In the upcoming battle he would display a total loss of control of his troops, overt fear, cowardice, and possibly dereliction of duty. He refused Captain Thomas Weir's pleas that he and Benteen move to aide Custer, who was obviously engaged with the Indians at the time.

Custer's nepotism did nothing to alleviate the bruised feelings of his two officers and was also a factor in

factionalizing the Seventh. His brothers Tom and Boston Custer, nephew Autie Reed, and brother-in law Thomas Calhoun, were the main players in the Custer camp. Each would die with him on that hilltop in Montana.

Custer and the Seventh left the temporary encampment at the Far West on June 22nd, sans Gatling guns and reinforcements. There were approximately 600 men in 12 companies, 35 scouts and various other packers and guides. They were a jaunty group. Each man carried 24 rounds of ammo for his Colt Six Shooter and 100 rounds for his Springfield Carbine.

They started at a leisurely pace, but it wasn't long before the Reno trail was picked up. Out front were two sets of Indian scouts, first the Arikawa, including one who had grown quite close to Custer, his "brother" Bloody Knife. Even further out were the Crow scouts, led by the loyal mixed blood Mitch Boyer.

On June 23rd, signs of abandoned lodges were clear. First one, then two, now three distinct past camp grounds were evident. One of the three, although Custer could not know it, was the site of the Sundance ritual. It was during this Sundance that Sitting Bull had a great vision of slain cavalry troopers falling upside down into the Indian encampment. Soon, this vision would become a grisly reality.

The march was a solemn one, with Custer seemingly in a despondent mood. At one officers call he extended an olive branch to Reno and Benteen, asking for their loyalty, support, and any suggestions they might have. He even told Benteen that he could not remember any instance when Benteen had not been loyal to him. At another officers call, Custer's HQ flag blew down. Several troopers took this as an omen that they would be defeated.

Now, on the 24th, the scouts were confirming that the large trail they were following was not breaking up. It was almost certain that an extremely large village would be found on the lower Little Bighorn, much closer to Custer than had been anticipated. That same evening Custer sent Charles Varnum and "Lonesome" Charley Reynolds to accompany the Indian scouts to a high vantage point, a place now called the "Crows Nest." Although Custer

was never able to see it, the Indian scouts insisted that the village was visible in the distance.

Concurrent to sending Reynolds and Varnum to the Crows Nest, Custer ordered a night march designed to place the entire regiment at the Crows Nest the next morning, June 25th, 1876. The night march proved tiring to both men and horses. That was okay. Custer's intentions were to fix the position of the village, rest that night, and launch a multi-directioned "Washita" style attack the next day, the morning of the 26th. With a little bit of luck, Terry would be in place and a crushing "hammer and anvil" could be achieved.

It wasn't to be. High on the divide, perched in the Crows Nest, Custer could not see the village. The scouts insisted that it was there. Bloody Knife tells Custer "...we'll find enough Sioux to keep us fighting two or three days." A distracted and distant Custer replies "I guess we'll get through them all in one day." Now bad news came in. A small band of Indians was discovered on Custer's trail eating hardtack that had fallen from the mule train. The Seventh was discovered! There could be no surprise attack now.

Custer had to make a quick decision. Risk letting the entire village escape and suffer the ridicule and consequences of what could only be perceived as a major failure. Or, attack now! There could be no doubt as to his decision. The hero of Yellow Tavern, Aldie, Waynesboro, Appomattox, and a dozen more battles could do only one thing. The "Golden Cavalier" would attack.

At about 12 noon he made another momentous decision. He split his command into four columns, three combat and one supply. Major Reno would command A, G, and M troops, about 130 men. He would proceed on the south side of what is now called Reno Creek. Captain Benteen would command Companies H, D, and K, and proceed along a left oblique, further south and west of Reno. His mission would be to search for signs of scattering villagers and to seek out any additional Indian encampments. Custer himself would lead the largest group, commanding C, E, F, I, and L companies, about 220 men all told. He would ride parallel to, and in sight of Reno, just across the creek. The pack train and young Boston Custer, would bring up the rear.

This phase of movement amounted to a reconnaissance in force. They had a good idea as to the place of the village. They did not know, however, the size of the enemy force, the battle terrain, or if there were any outlying villages that could attack them from behind.

Moving ahead at about 2 PM, on the north side of Reno Creek, they came along a lone tipi. Yet another abandoned lodge. The tipi contained the remains of a warrior killed in the Rosebud fight. They halted while the scouts began to strip for battle. Then it happened. Indian interpreter Fred Gerard noticed a cloud of dust rising on the plain. It was caused by 40 or 50 braves, looking for all the world to be in full flight from the cavalry troopers. "Here are your Indians, he cried, running like devils!"

Custer could only believe that the Indian camp was either breaking up, or would shortly be. They were going to escape! He had to attack now, right now! The men of the Seventh Cavalry readied themselves to march into history.

He issued orders to Reno. He was to move forward at a trot and charge the Indians as soon as he found them. He would have Custer's "full" support. How the support would come and from what point was unclear. It would add to Reno's uncertainty, putting one more ounce of pressure on a man who didn't need much stress to break completely.

Custer himself would move up through the bluffs on the east side of the River, once again paralleling Reno's position. It appeared for all intents and purposes that Custer planned to employ a flanking attack while Reno "lured" the warriors out of position.

Now, at approximately 3PM, Reno approached his appointment with destiny. Trotting down the valley of the Little Bighorn, Reno began to order his men into a charge line. Immediately to his right was the twisting Little Bighorn, shaded by stands of timber, and bordered by the ravines and bluffs on the eastern shore. Somewhere in those bluffs Custer was maneuvering for his own attack.

Reno sounded the charge, the men of the Seventh Cavalry spurred their horses and cheered wildly, firing their revolvers as they sped toward the Indian

encampment. It soon became apparent the village wasn't running. Warriors began to advance to meet the coming threat. Now dust clouds obscured the huge village. Reno was beginning to understand the immensity before him. It sent shock waves into his brain. Was the dust being caused by innumerable mounted warriors? Would his small command be swallowed whole by this force? Where was Custer? Was this a trap? Too many questions for this indecisive man. He ordered a halt to the charge and formed a skirmish line. Now he would lose all surprise, cut his effective force by a quarter, as every four horses were assigned one man as a holder, and give the Indians time to organize an assault to boot.

At just about this time, Custer's men could be seen riding along the bluffs. Some of the skirmishing cavalry saw a man waving his hat. It must be Custer!

All along Reno's tiny front, which was anchored on one side by a stand of timber but was flapping in the breeze on the other, Indians began to attack in force. It wasn't long before the warriors began to turn the unprotected left flank. Reno, seeing this, ordered a pivot on his right flank into the protection of the timber. It was here, in the timber, that all semblance of resistance and order began to disintegrate. Although the position seemed the best defensive placement, Reno panicked as Indians infiltrated here and there. He decided to order a retreat to the bluffs on the far side of the river.

Suddenly, the fateful scout Bloody Knife was shot through the head. He was right next to Reno. Blood and brain matter splashed into Reno's face. It was too much for him. He ordered a dismount, then a mount. Then with out any rear guard action he "led" what he called a "charge" across the river. The Indians would later liken this charge to a buffalo hunt.

Reno's chaotic retreat left men stranded in the woods and exposed the cavalry to attacks along both flanks as the men splashed pell mell into the river. It was a scene of much carnage to the battered regiment. It was also the scene of much individual courage and various one man last stands. The men of the Seventh Cavalry were not cowards. Several urged Reno to stop the retreat and make a stand. It was folly to flee from mounted plains warriors. Several did make their stand, alone.

"Lonesome" Charley Reynolds, shot off his horse after being left in the timber, would be found with numerous expended cartridges near his body. Isaiah Dorman, the only black man on the mission, would be seen coolly shooting his rifle from a kneeling position as the Indians closed in on him. He would shout out a good bye to a friend as the cavalry retreated. Lt. Hare was heard urging the soldiers to "Die like men" punctuating his urgings with the cry, "I'm a fighting son of a bitch from Texas!"

Finally, after losing about a third of his men, Reno made the bluff, it was 4 PM. The Indians could easily have destroyed this tiny command now, but they did not press their attack. Something downstream was attracting their attention. The men in Reno's position, and those still hiding in the timber, could hear heavy firing from a point to the north. The direction that Custer was heading in.

At the time of Reno's charge, Custer and his men were moving north along the bluffs. They could see the initial advance of the Seventh and a round of cheers broke out among Custer's men. Custer flamboyantly waved his hat and continued his movement in search of a suitable place to make a river ford, presumably to support Reno with a flanking attack into the village. At this point he sent Sgt. Kanipe to tell McDougall to bring up the pack train.

Now he led his men quickly along the bluffs. From another high point, he could see that Reno had not charged into the village, he could also now discern the immensity of the village. He must have realized that the forces soon to be brought against him would dwarf his command. He sent a second message, to Benteen, reduced to writing by W.W. Cooke:

Benteen.
Come on. Big Village. Be quick.
Bring Packs.
W.W. Cooke.
PS Bring Pacs

The messenger was Trooper Martin, a recent immigrant whose real name was Giovanni Martini. His broken English would add to the fog of war that was beginning to engulf the Seventh Cavalry. He told Benteen that the Indians were "skeedaddling" from Custer. On his way to Benteen, he was passed by young Boston Custer on his

way to rendezvous with his brother and death. Boston was supposed to be with the pack train, but his loyalty to George would get him killed that hot day in June.

We now begin to enter the area of conjecture. Perhaps the most plausible recent reconstruction of Custer's battle plan and movements from Weir Point on, were made by the historian John S. Gray. Using the testimony of one of Custer's Indian scouts, Curly, which he supported by extensive time motion analysis and by artifacts found along the projected Custer route, Mr. Gray was able to provide a compelling and even heroic tabulation of the final hour of Custer's life.

Aware that Reno's charge had failed, that the size of the enemy force was much larger than anticipated, and that Reno would be destroyed unless something was done quickly, Custer decided to initiate a "feint" on the village. Moving into a depression along the bluffs called Cedar Coulee, Custer searched for a way to approach the river. He found it at Medicine Tail Coulee. Now he sent two Companies under Captain Yates down the coulee to feint an attack on the village. Custer and the three remaining companies moved to a position of high ground, now called Luce Ridge to observe the action, and perhaps, keep an eye out for Benteen.

Yates did a good job of it. Exchanging light gunfire with Indians across the river, and causing general alarm in the village. Yates was "driven" off with light casualties, one trooper's horse bolted and carried him headlong into the village. He was never seen again. Yates then moved along the bank as warriors began to swarm across the river in pursuit. They also moved up Medicine Tail to attack the troopers there. Custer pinned them down with heavy volley fire. Reno's men could hear this clearly as they hid in the timber or huddled on the bluff. Hundreds of previously unexplained cavalry rifle rounds have been found along Luce Ridge supporting this scenario, while the relative lack of rounds or casualties along the river proper, attest to the supposition that no great cavalry charge took place there. Custer now moved briskly to reunite his two battalions, firing to his left as he did so in order to keep the Indians at bay. Yates moved north and up the bluff to rejoin Custer, very near the location of the present Calhoun Hill. Custer and the Seventh had minutes to live. Where was Benteen?

Following Custer's order, Captain Benteen reconnoitered on a left oblique. He moved roughly parallel and to the west of Reno. He then once again merged with Reno's path but behind him by several miles. His travel was leisurely for a regiment wholly knowledgeable that battle was imminent for at least a part of the overall command. He stopped to water his horses for about twenty minutes. This despite the fact that several men thought they heard gunfire downstream. He met the first of Custer's messengers and moved forward at a trot. Now he came across Trooper Martini who gave the totally erroneous impression about the Indians "skeeaddling." As he quickened his pace he came across the bluff position of Major Reno. He moved no further, despite the fact that most of the besieging Indians were moving downstream towards the "sound of the gunfire."

Custer, having just reunited with Yates began to come under heavy attack as more and more Indians arrived from both the camp and the Reno battlefield. Most of them were unmounted, scurrying up through the various ravines, which gave them excellent cover. Many were well armed, better actually, than the men of the Seventh.

Recent archaeological digs at the sight of the Little Bighorn and testimony of the period, have led some researchers to postulate as many as 800 rifles in the hands of the attacking warriors. Half of these may well have been repeating Henrys or Winchesters. This would mean that Custer and his men would be facing an enemy possessed of superior fire power in addition to superior numbers. The soldiers themselves were armed with single shot Springfield Carbines and Colt revolvers. The Carbines were excellent long range weapons, but were prone to misfires and jamming after repeated intense use. They were far inferior when the fighting got close, as it did that day in June.

The terrain also was extremely poor for cavalry tactics, consisting of ravines, hills and knolls. It was infantry turf, and the Indians would instinctively fight an infantry battle today.

What could Custer do now? Perhaps he should have tried to cut his way back towards Reno. It may or may not have worked. The accepted tactic of the day was to never flee from plains warriors. Maybe he followed this dictate,

or maybe the attack from his south had already grown too strong for him and his tired men and horses to effect a running escape.

He searched for a place to make a stand. He might possibly hold out until help arrived, although the situation must have looked grim even to the "Boy General." If we look at the distribution of markers on the Custer battlefield we can see that they form a rough "V" angle. Thirty three markers anchor the southwest at Calhoun Hill, eighty markers on the east, run northerly and southerly at Custer Ridge, fifty three markers arcing southwest, called the "south skirmish line", all anchored at the northwest by Last Stand Hill, where Custer and fifty three others died. Finally, there are widely scattered markers to the western most position, where fourteen men died, possibly fleeing the final onslaught.

Contrary to Benteen's statements, which were to the effect that the whole area looked chaotic, like a pattern made by "scattered corn", the outline suggests some strategy.

Perhaps the battle went like this. Seeing no hope of retreating to Reno now, Custer decided to try to hold out until help arrived. Under heavy attack from the rear, he couldn't even make a search for high ground without being overrun from behind. In order to counter the building assault, he laid out a rear guard. This holding position was put in the capable hands of Lt. James Calhoun and company L. Calhoun, Custer's brother in law, once told the General that he wouldn't fail him if things ever got bad. Calhoun did not fail him now. Archaeological evidence shows that some of the fiercest fighting took place at Calhoun Hill, where a determined group of soldiers made a strong and organized stand.

With Chief Gall and his warriors pressing the attack from the west and south, Calhoun held on. Gall was a particularly enraged warrior that day, Reno's charge had killed two of his wives and three children. "It made my heart bad," he was to say later.

Custer and his men moved in a counterclockwise direction on the battlefield, returning fire on horseback and possibly fighting several reverse sorties to aide Calhoun. Custer's main force may have arrived enmasse

on Last Stand Hill. Seeing Calhoun in desperate need of support, he directed Captain Myles Keogh and company I to support them. It would not work. Indian numbers were overwhelming, perhaps 1600 by now.

Large concentrations of Henry and Winchester repeating rifle casings have been found just to the southeast of Calhoun Hill and another to the southwest. The Indians were able to lay down a torrent of fire from these two positions against both Calhoun and Keogh. Finally, Gall overwhelms Calhoun. Keogh and his men make a desperate fight of it. Some bullets fired from Keogh's position have been determined to have come from the same weapons fired at Calhoun Hill, suggesting a retreating group of survivors from that position. Now Myles Keogh of the "Wild" I Co. goes down.

The Indian fire power and their expeditious use of cover gives them an immense advantage. There is no circling band of Indians on horseback. This would have played into the soldiers hands. No, the warriors use a mode of fighting more akin to infantry and guerrilla tactics. Pour fire on the enemy, then duck for cover, work your way in, shoot and duck, shoot and duck. In this way the law of averages worked beautifully in their favor. There was never a moment when a deluge of bullets and arrows wasn't streaming towards the cavalry positions.

Either simultaneously to Keogh's positioning or shortly thereafter, Custer was faced with the arrival of Crazy Horse, who had swept up to the northeast and around Custer's flank. Ironically, it is now Custer who is caught between the "hammer" of Crazy Horse and the "anvil" of Chief Gall. Custer positions companies C and E to thwart this threat. They form a skirmish line arcing in a southwestern direction from Last Stand Hill. It is too little. Crazy Horse is reinforced by Lame White Man's Cheyennes moving up Deep Ravine. The "south skirmish line" is also overwhelmed.

What now went through "Old Curly's" mind. The "Son of The Morningstar", the "Boy General", the man who thought "Custer's Luck" would never run out. There have been many things written about George Armstrong Custer. Much good and also much bad. No one, however, has ever called this man a coward. One can only

assume, that he met his death like a soldier, fighting to the last breath of his body.

The soldiers on Last Stand Hill now knew that all was lost. They had killed their horses and were using them for breastworks. Perhaps they stole a furtive look to the south, was that Benteen out there? They were taking heavy fire from the Indian positions now encircling them. The Custer brothers, George, Tom, Boston and nephew "Autie" Reed, fought closely together. Stripped of all its "glory", the scene is one of immense pathos and tragedy. A closely knit family of brothers, all knowing that they would die together this day. An Indian nation, knowing deep in their hearts that, despite the victory today, their way of life would soon be over.

The combined forces of the Sioux and Cheyenne now rushed the remaining few on the hill. The final fighting was hand to hand as Indian warriors tried to count coup against crazed cavalymen. It is said that Custer was the last man to die.

Reno and Benteen would live through a harrowing night and day and their men would be rewarded with 26 medals of honor. They would hear a great celebration in the village below. Then, as had been their custom, the Indians would break camp and slip away. It has been said that the advance of Terry's troops caused the Indians to flee. This is debatable. The Indian force could probably also have crushed Terry's men.

No, the Indians left because it was their way. These nomadic plains warriors did not really want to wage war against the white man. They were defending their home. Now, like some group of ghosts in a mist, they melted away. They would be hunted down later, suffering total surrender and defeat, but today, June 25th, 1876, was their day, a good day to die.

The white markers stand mute against the darkening sky, sentries of oblivion. A sweeping wind comes across the prairie and a chill is in the air. It doesn't feel like a glorious battle took place here. It feels stark, sad, and lonely.

Appendix C: Hints and Tips

When playing the Cavalry...

When attacking within the village area, take advantage of the cavalry charge. It is your most powerful attack method.

Don't waste cavalry charges on weak Indian units as after every cavalry charge, the charging unit is considered disrupted.

If faced by a very strong Indian war party, try to dismount and fire Carbines at the target to weaken it before attempting a charge or close combat attack.

Attacking the village before the war parties are ready to fight will allow you to rack up a large number of points. But you've got to be careful that your whole command isn't engulfed when the Indians are ready to attack.

When any of your attack units start to reach the Fair to Poor level, you might want to move them to defensive positions on the high ground as the Indians receive an extra point for every cavalry unit that is destroyed.

Don't forget to move into Line before attacking!

When playing the Indians...

You might want to exit camp on foot with war parties armed with Carbine rifles. The extra accuracy you'll get from firing on foot might outweigh the extra mobility you'd get by exiting on horse.

When defending a large village (1500-2000 warriors) try to use your weaker units to tire out the cavalry for a kill with a stronger unit. Each time you launch an attack on a unit, it becomes more fatigued, thereby weakening it for the next attack.

In General...

Try to move attack units in groups. That way if you attempt an attack that results in the units being "Engaged", the other units in the area may be able to swing battle in your favor.

Design Notes

The Battle of the Little Bighorn is probably the most debated battle in American history. To this day, there still exists a great amount of differing speculation about what actually happened there, and why it did.

Custer's Last Command, like all historical simulation games, must walk a line *somewhere* between historical reality and playability. A strictly historical treatment of the Little Bighorn Battle would be very limited in many ways. When you run CLC for the first time with the historical setup on, you'll quickly realize the gravity of Custer's situation.

To this end, I've tried to design CLC with a large amount of user definable options, not only to increase the replay value of the game, but to also give you a chance to check out your own theories. Don't feel that you have to work your way through the historical setup before moving on to other variations and settings. CLC is purposefully designed to allow you to experiment with all the variations and see what results.

I've *tried* to stay historically true to most of the major aspects of the battle, but of course, have erred on the side of game play. If you have any questions, comments, or thoughts on the game, please feel free to contact me. Thanks for your support, I hope you enjoy the game.

Jeff Lapkoff, ISI
July 1995

Credits

Jeff Lapkoff Design, Programming, Art,
 and Sound.
Greg Lapkoff Historical Profiles.

Special Thanks to:

You for purchasing Custer's Last Command and supporting independent software designer-publishers, Linda for helping out with anything and everything, Mom and Dad, What can I ever say?, Stan the Man, for always being positive, you are missed, Greg for once again coming up with the excellent historical profiles, Linda, Gary, and Chris, for the use of the test systems. Erica (Put the space monsters on now) and Baker, for letting me have some up time on the project, Alan Emrich, M.Evan Brooks, and Computer Gaming World, Bill Trotter and PC Gamer, Scott Hamilton and HPS Simulations, and everyone else who helped us out with this project and Defend The Alamo!

Those who helped with the testing and contributed so much to the CLC project:

Dennis Bishop
Jesse Boomer
Ken Bowers
Salvatore Carlino, Sr.
Don Gilbertson
Mike Koury and The Old Army Press
Christopher M. Summitt (former ranger, Custer Battlefield National Monument)

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